
Title: Necromantic Revelations

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Necromancy continues to be a powder keg amongst the nations, orders, and guilds of Sosaria. What is the dividing line? Progressives & liberals view necromancy as a school of magic no less legitimate than magery. Moderates see necromancy as a tool to be wielded, with the good and evil being determined by the wielder. Those on the far-right of the debate, such as the Kingdom of Sanctus, view necromancy as inherently evil. My latest work will focus on several philosophical questions and historical points concerning this hotly debated topic. After spending many sleepless nights reading ancient tomes in the great libraries of the realm, I have stumbled upon information that will expand the debate on necromancy. Most know of the Avatar; the heroic champion of the Virtues and savior of Britannia. For the sake of redundancy, I will not recount the history of the Avatar. However, there exists a direct connection between the Avatar and the practice of Necromancy. The Avatar and his eight companions once combated an evil man by the name of Batlin. Batlin

attempted to open the Black Gate for the Guardian to enter Britannia. He was ultimately thwarted and fled to Serpents Isle. While here, Batlin attempted to harness the power of the Great Ethereal Void for himself. For his betrayal, the Guardian disintegrated Batlin. It is also worth noting that Batlin cast the first Armageddon spell, which wrought untold havoc upon Sosaria. Following this, the Avatar was seized by the Guardian and swept off to the little known Facet of Pagan. The facet of Pagan was a world that was already conquered and enslaved by the Guardian. The denizens of this facet were forced to worship four entities known as the Titans. Each Titan had control over a specific elemental sphere. Hydros controlled water, Stratos controlled Air, Pyros controlled Fire, and Lithos controlled Earth. In order to escape the facet of Pagan, the Avatar was made to master the ways of all four titans to ultimately become the fifth Titan, which was the Titan of Ether. It is important to note that in the facet of Pagan, necromancy was a school of magic that fell under Lithos, the Titan of Earth. In order to escape Pagan, the Avatar had to master necromancy. The Necromantic Lexicon in Pagan was slightly different than the one we currently know in the rest of Sosaria. I will briefly list the spells, words of power, and their

effects as stated by the ancient tomes.

1.Open Ground- “Des Por Ylem.” This spell was used to create fissures in the earth in order for passage, the retrieval of remains, or the breaching of walls.

2.Death Speak-“Kal Wis Corp.” Not dissimilar from the practice of Spirit Speak. This spell returned the spirit to the body momentarily for the duration of a conversation.

3.Mask of Death- “Quas Corp.” Simply put, this spell changed the user into a lich.

4.Rock Flesh- “Rel Sanct Ylem.” A spell which hardened the flesh into stone.

5.Summon Dead-“Kal Corp Zen.” This spell summoned undead warriors whom attacked anyone who did not have the power of necromancy. A prime example of the evils of necromancy.

6.Grant Peace-“In Vas Corp.” This spell returned the animated dead to their previous lifeless state. If employed on the living, this ability would sever the targets connection with the life force, commonly resulting in immediate death.

7.Withstand Death-“Vas An Corp.” This spell would allow the user to reanimate after being slain.

8.Create Golem-“In Ort Ylem Xen.” This spell would create an earthen golem to do the necromancer’s bidding.

9.Call Quake-“Kal Vas Ylem Por.” Identical to the earthquake spell performed by mages of Sosaria. In the facet of

Pagan, it was classified as a necromantic ability. It should be known that I have not attempted to verify if these spells will work in our world of Sosaria. In the pursuit of scholarly knowledge, I may have inadvertently opened a whole new branch of Sosarian Necromancy. However, it can be theorized that these spells will not work on our facets. Necromancers in our realm draw their power from the void, while those in Pagan drew their power from the Earth Titan, Lithos. What of the reagents involved in Pagan Necromancy? The scrolls list blood, dirt, bone, wood, blackmoor, and executioner's hood as the major components of Pagan Necromancy. What questions are revealed by this new evidence concerning our Avatar? There are many to consider. Some view the Avatar as the infallible champion of Virtue. Does the Avatar's usage of necromancy make it acceptable in contemporary society? The answer requires deep reflection by the individual reader. I am of a mind to say no. I abide by the discussion in my previous work, "Treatise on Necromancy." The spells contained in the Sosarian Necromantic Lexicon are too dangerous to be used. Was the Avatar truly infallible? I think not. I do not presume to know the thoughts of the Avatar, but I would surmise that he made the choice to do evil in an effort to do a greater

good by liberating the
facet of Pagan and
returning to protect
Britannia.

What of this facet of
Pagan? Will it ever be
revealed to the rest of
Sosaria? We can only
wait and see. The only
references to Pagan are
in the ancient scrolls
from which this
information was obtained.
However, there are those
of us old enough to
remember when the
facets of Ilshenar, Malas,
and the Lost Lands were
unheard of. Perhaps
through scholarly research
we can find a path to
Pagan, or perhaps the
innumerable other facets
of our world that we
know nothing of.

Does necromancy have a
future as an
unstigmatized magical
school? This is a debate
that will continue for
some time. The universal
acceptance of necromancy
will be determined by the
actions of the
necromancers themselves.
They must prove that
their practice is beneficial
to society and not a
threat. The practice
cannot be completely
eradicated due to the
secretive nature of most
practioners, much to the
chagrin of their
opponents.

Does the use of
necromancy corrupt the
soul? Opponents will argue
that the Avatar escaped
his necromantic practice
unscathed. Others will
argue that his super
human status steeled his
will against the taint of
necromancy. I tend to
agree with the later
argument. The Avatar's
commitment to Virtue and

good helped to shield his
being from the adverse
effects of necromantic
practice. Why do I agree?
Look at the corrupted
lands outside of the city
of Umbra, The state of
the land cannot be
explained by any natural
event. The recent events
surrounding the Tree
Fellows may also
evidence corrupting
influence of necromancy
on living beings.
In conclusion, the main
question of necromancy
must be considered again.
Is necromancy itself evil,
or is the intent of
the wielder the
determining factor? Due
to the innate harmful
effects of every spell in
the necromantic lexicon, I
argue that necromancy
itself is evil and will
ultimately corrupt the
soul. I have found no
evidence nor met a
practioner who was
immune to the effects
of necromantic indulgence.
Perhaps a person exists
other than the Avatar
who will prove that
necromancy can be used
for good. Until then, the
realm remains divided on
ethical lines.